

### APPENDIX III

LANAddress: (\* 48-bit ID \*)  
INTEGER: 32 bit integer  
INTEGER-64: 64 bit integer  
OCTET: 8 bit character;  
SimpleName: (\* text string \*)  
LinkNumber: OCTET (\* used to identify link interfaces at client and server \*)  
SmallVlanRecord: (\* record consisting of two fields \*)  
    VlanId: OCTET  
    Type: OCTET;

### APPENDIX IV

ClientHello (\* logical view of client hello message format \*)  
    ClientId: LANAddress;  
    ConnectId: INTEGER  
    State: (REQ, ON);  
    PhaseIVAddress: LANAddress (\* 48-bit version of PhaseIV address \*)  
    LocalAddresses: SET of 48-bit IDs (\* 48-bit Ids used by client on link \*)  
    Vlans: SET of SmallVlanRecord; (\* Vlans assigned by client to link \*)  
  
ServerHello (\* logical view of server hello message format \*)  
    ServerId: LANAddress  
    ConnectId: INTEGER  
    State: (INIT, REQ, ON)  
    ClientAddresses: SET of LANAddress; (\* 48-bit Ids used by all clients \*)  
    Vlans: SET of SmallVlanRecord; (\* all Vlans known to server \*)

## Update

(\* logical view of update message format \*)

ServerId: LANAddress

ConnectId: INTEGER;

SequenceNumber: INTEGER-64

Data: (\* specified in message formats, set of forwarding table updates \*)

## Ack

(\* logical view of ack message format \*)

ServerId: LANAddress

ConnectId: INTEGER;

SequenceNumber: INTEGER-64